## SESSION INFORMATION

TARGET DATA: Α. : 93-191-P Task/Target No.

: 01 Session No.

B. PERSONNEL DATA: : 049 Source No. : NA Monitor's No. Beacon/Sender No. : NA

C. SESSION DATA:

SESSION DATA:

Date Task Received : 7 APR 93
Session Date : 8 APR 93
Start Time : 1051
Stop Time : 1136
Method Used : CRV
Aids/Distractions (PIs) : Headache
Pre-session Hunches (AVs) : None

Date Summary Returned : 8 APR 93

D. EVALUATION DATA: Viewer's Estimate Evaluator's Estimate

## E. SESSION SUMMARY:

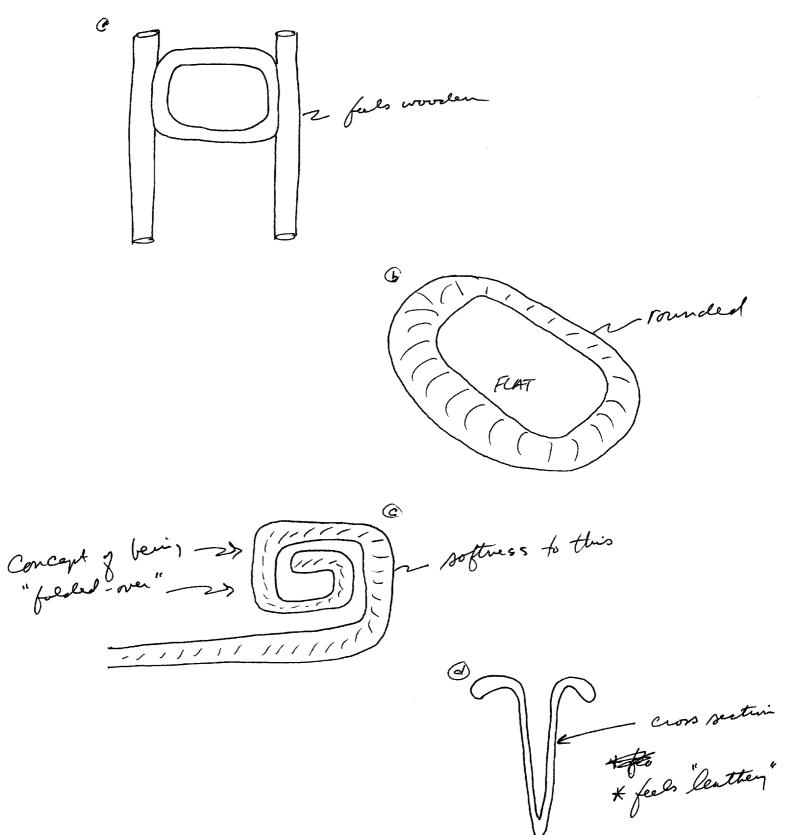
The target consists of the interior of a lavishly furnished There is glass and metal which encase something, free standing objects and an overall feeling of opulence here.

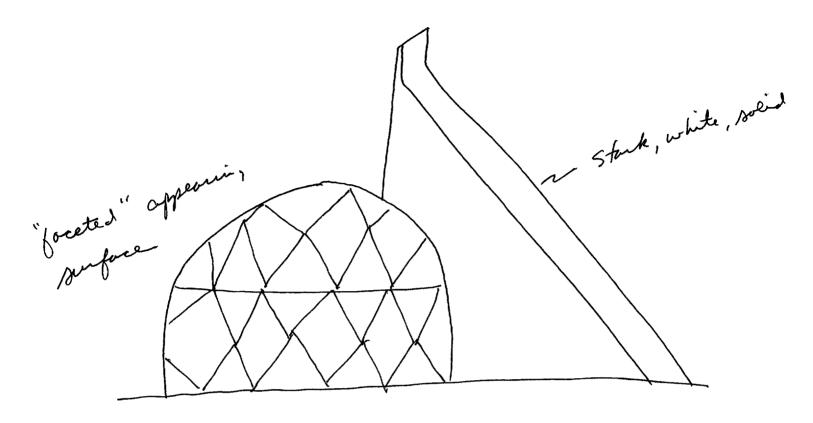
There is one object which contains a folded-over aspect to it and the concept of "cushioned". There are pole-like wooden objects and a fan shaped object. There is a "leathery" feel to some of the objects present within the room.

There is a blue-iciness present as well as angled features reminiscent of the facets of a crystal. This blueness shimmers like water but feels gem-like or stone. However, there is also the concept of water movement present.

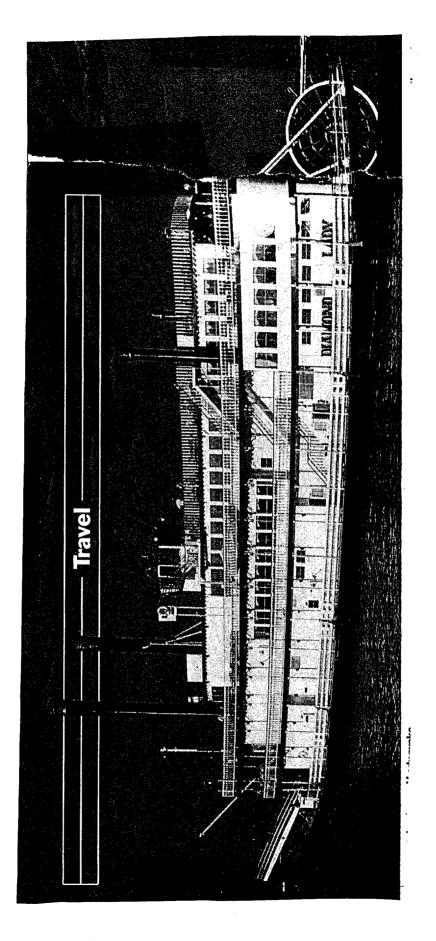
There is a leaping movement reminiscent of an animal jumping over something. The color brown is very strong here. There is a slicing or cutting sound. Another object has a saw-tooth outline.

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**CPYRGHT** 



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analytical Value

ELEMENT VALUE

1. Boat (Fury)

2. Paddle Wheel

(Steam Powered

3. Dechs | Stacks 1

4. 2tate (Rever)

Conceptual Value

ELEMENT VALUE

1. Object / Structure

2. Buyoancy

3. (Steam) Power

4. stater (Rever)

5. conveyance

## TASKING SHEET

SOURCE NO: 19

		DATE: _7 APR 93	
		SUSPENSE:	8 APR 93
		-	1200 HRS
. •	PROJECT NUMBER: 93-191-P		
	METHOD/TECHNIQUE: Method of choice.		
	BACKGROUND: None		
ŀ.	ESSENTIAL ELEMENTS OF INFORMATION:		
	-Describe the target.		
	Provide sketches in support of your f	indings.	
5.	COMMENTS:		
No	ne.		